

UK's OFFICIAL  
**SEGA**  
COMIC



# SONIC

## THE COMIC

**FREE  
SPINNER!**

**BADNIK  
PIN-UP  
MOTO  
BUG!**

FREE GIFT  
MISSING?  
ALERT YOUR  
NEWSAGENT  
NOW!



£1.25 • No 95  
21 JANUARY 1997

**THE BIG FIGHT!  
OUT FOR A SPIN!**

TOP FLIGHT  
NEW STORIES

e  
**STC3**  
Archive

FORTNIGHTLY

**PLUS KNUCKLES, SATURN GAME REVIEW & MORE!**

# CONTROL ZONE



Hey, Boomers!

I'm having a real orange-ordeal! The seedy humes-who-think-they-in-charge have me under attack by flinging this issue's cover gift (see below), and it's leaving a bitter taste in my mouth, not to mention a dent in my metal!

Before I go and thump them (don't copy this at home), let me mention STC's two new stories which feature this issue. There's The Big Fight (coincidence - you figure!), plus the Amy story, Out For A Spin, anyway, just take it from me that there's more than enough to keep you going for the next fortnight. However, be warned: there's another mega gift heading your way in the shape of an exclusive Sonic badge (see the back page).

Now where was I? Oh yes, about to break my New Year Resolution - where are those humes!

*Megadroid*

## ORANGE AID!

It's not just Tails and Shortfuse who get to fly, Boomers! Tens of thousands of STC Sonic Spinners are whizzing across living rooms (and unsuspecting droids) at this very moment! To ensure maximum effect from this fantastic free gift, here's a few suggestions to help you become a high flyer:-

### WE HAVE LIFT OFF!

- Position your STC spinner between your thumb and forefinger.
- Hold close to your heart.
- Simultaneously swing out lower half of arm (from the elbow down), combined with a firm flick of the wrist.
- Release spinner.
- Watch in amazement, taking care not to drool all over your jumper!

SEGA

COMPILED BY  
ALLIANCE OF COMPANIES IN  
Chart/Track  
© ELSPA

↑ up/down RE/NEW entry ● non mover

### MEGA DRIVE

- NEW FIFA '97
- ↑ SONIC 3D
- ↓ PREMIER MANAGER '97
- ↓ TOY STORY
- ↓ DESERT STRIKE
- ↓ ROAD RASH 2
- ↓ DYNAMITE HEADDY
- ↓ SONIC AND KNUCKLES
- ↓ LOTUS TURBO CHALLENGE
- ↓ WORMS

### SATURN

- ↑ TOMB RAIDER
- ↑ WORLDWIDE SOCCER '97
- ↓ DAYTONA USA CHAMP EDITION
- ↓ FIGHTING VIPERS
- ↓ LOADED
- ↓ NIGHTS
- ↑ SEGA RALLY
- RE VIRTUA COP
- ↓ DESTRUCTION DERBY
- ↓ ATHLETE KINGS

### MEGA-CD

- RE ECCO THE DOLPHIN
- ↑ THUNDERHAWK
- ↑ TOMCAT ALLEY
- ↑ JILPHIED
- RE HOOK
- RE ETHERNAL CHAMPIONS
- ↓ ROAD AVENGER
- ↓ SONIC CD
- RE CHUCK ROCK 2
- RE WOLFCHILD

### GAME GEAR

- ↑ DYNAMITE HEADDY
- RE MICRO MACHINES
- ↑ COLUMNS
- ↓ MICRO MACHINES 2
- ↓ SONIC THE HEDGEHOG
- ↑ SONIC: TRIPLE TROUBLE
- RE FANTASTIC ADVENTURES OF DIZZY
- ↓ ECCO 2: THE TIDES OF TIME
- RE COSMIC SPACEHEAD
- NEW MAN OVERBOARD

- EDITOR: Deborah Tate
- FEATURES EDITOR: Audrey Wang
- DESIGNER: Gary Knight
- PRODUCTION: Sarah Colley
- CONSULTANT: Richard Barton

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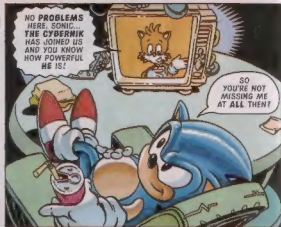
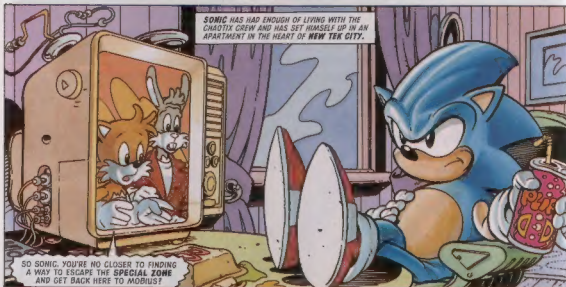
# SONIC

THE HEDGEHOG

## The BIG FIGHT

COMPLETE  
STORY

Script: NIGEL KITCHING Arts: RICHARD ELSOM Colouring: STEVE WHITE Lettering: TOM FRANK





LET'S SEE HOW YOU LIKE THIS,  
YOU PIECE OF...

**KRASSSSSH!**

COME OUT OF THERE,  
AIN'T FINISHED WITH  
YOU YET!

**KRUMMP!**

CHEW ON THAT,  
YOU CRY BABY!

ACGGH!

NOW, I'M REALLY  
GONNA TEACH YOU  
A LESSON!

DO YOU GIVE IN OR DO I  
TEAR YOUR HEAD OFF?

I'D LIKE TO SEE YOU TRY,  
YOU BIG GIRL'S BLOUSE!

I'VE GOT TO DO  
SOMETHING, WHICH  
ONE OF THESE MUTTERS  
IS THE BAD GUY?

IF I WERE YOU I'D  
KEEP OUT OF IT... THOSE  
TWO ARE TOUGH!





**KER-WHAAM!**

I KNOW I'M SUPPOSED TO BE THE HERO, BUT I THINK THIS IS ONE TIME I WILL JUST MIND MY OWN BUSINESS...

**KROOOM!**

THE WHOLE BUILDING... IT'S COLLAPSING!

LUCKY IT WAS DUE FOR DEMOLITION AND NOBODY IS LIVING THERE!

NOW YOU'VE DONE IT... NOW YOU'VE MADE ME LOSE MY TEMPER!

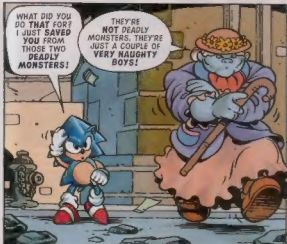
OH, YOU'RE SO SCARY... LOOK AT ME - I'M SHAKING ALL OVER!

WHO ARE THESE IDIOTS?

THEY'RE THE BRUISE BROTHERS... THEY GET INTO A FIGHT LIKE THIS ABOUT ONCE A MONTH!







# REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

SEGA'S RATING SYSTEM  
UNDER 40 = YAWNSVILLE

40-70 = NORMALSVILLE  
70-80 = FUN CITY

80-90 = BIG TIME CITY  
OVER 90 = MEGA CITY

## DESTRUCTION DERBY

Reviewed by Chris Jones.



GAME TYPE: 3-D RACING  
PLAYERS: 1-2

PUBLISHER: PSYGNOSIS  
PRICE: £39.99

RELEASE DATE: OUT NOW  
AGE SUITABILITY: ALL

Destruction Derby is the closest thing to stock car racing that you will find on the Saturn. You start off racing a new saloon car, which by the end of each race, either blows up or looks like it has gone twelve rounds with Mike Tyson! The aim of the game is to win races by outmanoeuvring and battering your 19 other opponents!

On five different tracks - including the final 'bowl' arena - you score points by forcing other cars out of the race by inflicting heavy impacts on them and by nudging them into either 180 degree or 360 degree spins. Throughout this destruction your car gets broken up as well, and a diagram shows which bits have sustained critical levels of damage. You can even get hauled out of a race if your car gets too wrecked.

The five tracks are ace to race on, with some having crossroads on the course that can lead to massive pile-ups in the middle. These big crashes look excellent, as does the action in the 'bowl' arena. Here you have to try and spread the damage you sustain over the whole car to survive the longest.



Destruction Derby is a good conversion of the original Playstation game (the what? - Megadroid). The graphics are good and there's a lot of activity in every race. The game's atmosphere is boosted by spectacular crashes and the drivers who shout out cheeky comments. Control of your car is easy to master and this makes the game very playable. However, bear in mind that there are a lot of other very good racing games on the Saturn!



### FINAL COUNTDOWN

#### RAVES

Smashing  
fun!



GRAPHICS 80

SOUND 70

#### GRAVES

Once you have  
the measure  
of the races,  
the challenge  
fades.



PLAYABILITY 75

OVERALL 75

# KNUCKLES ROOTS



Script: **DAVID L. LEE**  
Art: **DAVID L. LEE**  
Coloring: **DAVID L. LEE**

KNUCKLES HAS ARRIVED IN METROPOLIS CITY IN TIME TO SAVE SOME PROTESTERS FROM BEING ATTACKED BY DOCTOR ROBOTNIK'S BADNIKS.

THAT  
TREE. IT  
SPOKE TO  
ME!


I DID  
INDEED, AND  
IT'S A PLEASURE  
TO MEET  
YOU.

NOW DO YOU  
SEE WHAT'S SO  
IMPORTANT ABOUT  
SAVING THESE  
TREES?

I SURE  
DO,  
EBONY

THIS IS  
THE GREAT ELDER  
TREE. ROBOTNIK WANTS  
TO CLEAR THIS SITE SO HE  
CAN BUILD A TOWER  
BLOCK.

AND  
I GUESS YOU  
CAN'T REALLY ASK  
A TREE TO  
MOVE.



I AM  
THE ELDEST OF  
THE FAUNA AND I  
SPEAK FOR THE WHOLE  
ECO SYSTEM OF  
PLANET MOBIUS.

THE  
PLANET HAS  
BEEN POLLUTED  
AND IT IS TIME  
TO CALL A  
HALT.



THIS IS  
**INCREDIBLE!**  
YOU TREES  
ARE SOMETHING  
**SPECIAL!**

WE  
ARE NO MORE  
PRECIOUS THAN  
THE OTHER TREES  
ON MOBIUS. ONLY  
ONE OF YOUR RACE  
WOULD THINK  
TALKING WAS SO  
IMPORTANT



WE ARE  
**GRATEFUL** FOR  
YOUR HELP, BUT  
NOW YOU SHOULD  
GO

NO! WE  
WON'T LEAVE  
YOU



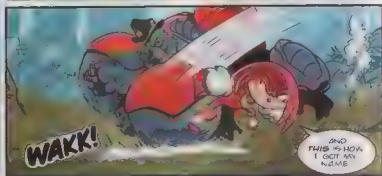
YOU  
ARE THE OLDEST  
TREE ON MOBIUS.  
YOU MUST BE

ROBOTNIK'S  
FORCES WILL  
RETURN AND WE  
DO NOT WANT  
ANYONE  
HARMED

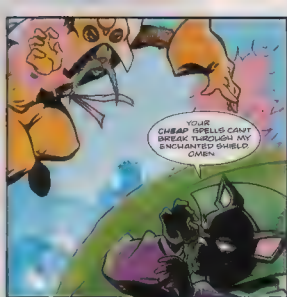


YOU  
OUGHTA LISTEN  
TO THE TREE.  
CLEAR OUT OF HERE  
AND NOBODY WILL  
GET HURT!

EXCEPT  
YOU EBONY, AND  
YOUR FRIEND  
PYJAMAS. ROBOTNIK  
WANTS YOU BOTH  
ARRESTED!







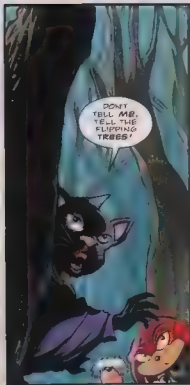


WHAT  
THE!

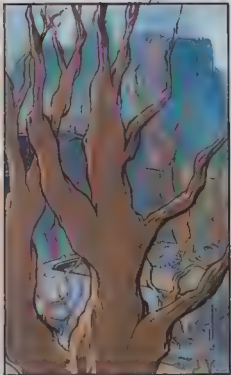


YOU  
WILL ALL PAY  
VERY DEARLY  
FOR THIS  
OUTRAGE!

THIS IS  
IMPOSSIBLE!



DON'T  
TELL ME,  
TELL THE  
FLIPPING  
TREES!



WHO? WERE  
YOU SAYING ABOUT  
MY VISIONS ALWAYS  
BEING WRONG  
EBONY?

# AMY'S ADVENTURES

## Out for a Spin

COMPLETE  
STORY

AMY AND TEKNO THE CANARY WERE WALKING THROUGH THE DESERTED EMERALD HILL ZONE WHEN THEY MADE A DISCOVERY

LOOK, AMY / WHAT'S THAT STICKING OUT OF THE GROUND?

'M NOT SURE, TEKNO, BUT IT LOOKS FAMILIAR SOMEHOW!

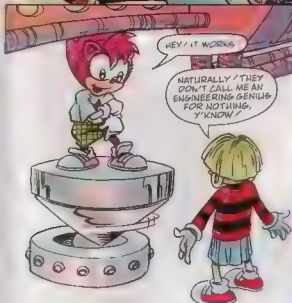
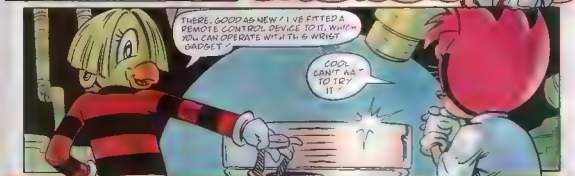
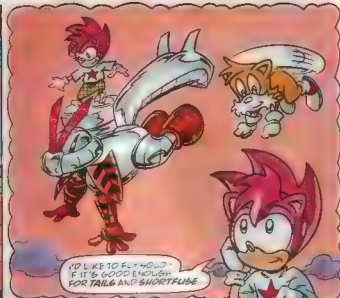
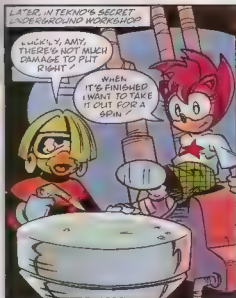
MMM, LOOKS LIKE SOME KIND OF MINI FLYING SAUCER!

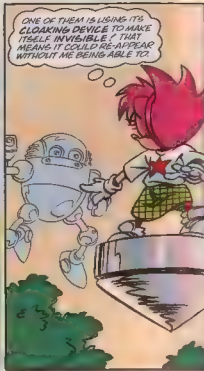
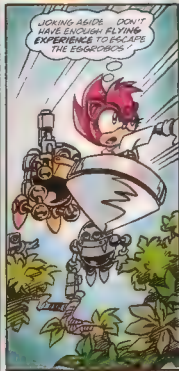
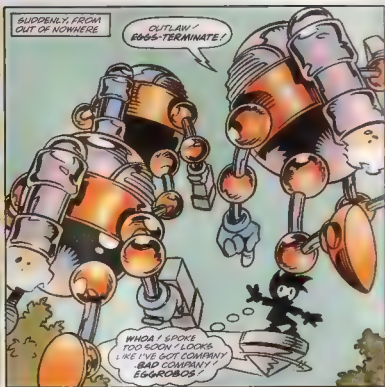
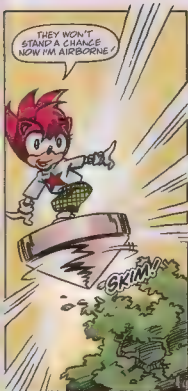
I REMEMBER 'SONIC FLEW AROUND ON ONE OF THESE IN THE MARBLE GARDEN ZONE IN THE FLOATING ISLAND.' \*

IT MUST HAVE FALLEN FROM THE FLOATING ISLAND MONTHS AGO!

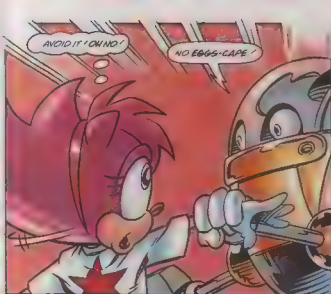
LET'S TAKE IT TO MY WORKSHOP 'MAYBE I CAN REPAIR IT!

\* AS PLAYED BY YOL BOOMERS IN SONIC #3 - Megadroid



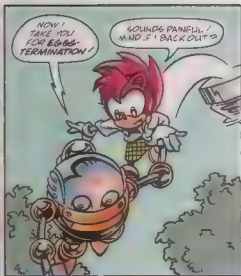






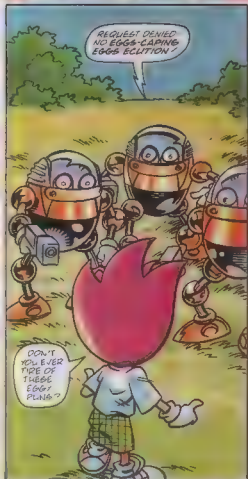
AVOID IT 'OH NO!

NO EGGS-CAPE!



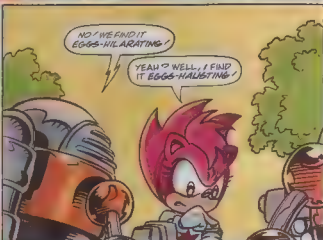
NOW!  
TAKE YOU  
FOR EGGS-  
TERMINATION!

SOUNDS PAINFUL!  
MIND IF I BACK OUT?



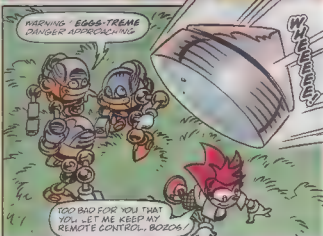
REQUEST DENIED  
NO EGGS-CAPIING  
EGGS ECLITION!

DON'T  
YOU EVER  
PIKE OF  
THESE  
EGGS!  
PLING?



NO! WE FIND IT  
EGGS-HILARATING!

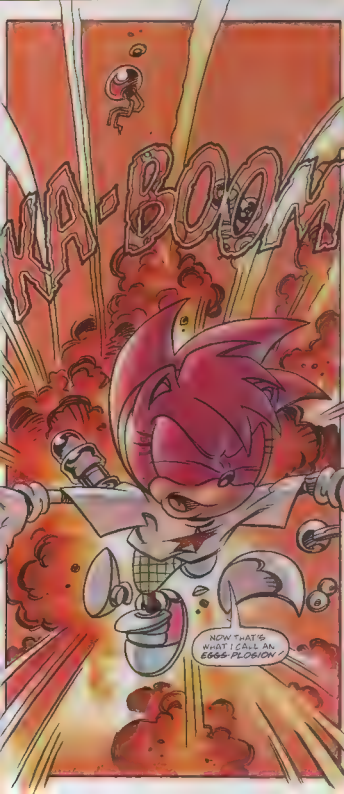
YEAH? WELL, I FIND  
IT EGGS-HAUSTING!



WARNING! EGGS-TREME  
DANGER APPROACHING

WHEEEEE!

TOO BAD FOR YOU THAT  
YOU LET ME KEEP MY  
REMOTE CONTROL, BOZOS!



NEXT ISSUE TAILS TAKES TOP FLIGHT!



## BOOMER ALERT

BECAUSE SO MANY OF YOU HAVE DEMANDED HELP ON THE CLASSIC SONIC GAMES, BOOMERS ARE REQUESTED TO HOLD THOSE 60-SECOND ZONE QUERIES.

STC WILL LET YOU KNOW WHEN THE ZONE IS OPEN FOR INFO AND TIPS ON CLASSIC MEGA SEGA GAMES.

# SONIC THE HEDGEHOG 3

## Revisited



REVISITED

### THE BOSSES [CONT'D]

#### ACT 1 SWING'M SPIKEZ

This maze-swinging Badnik is the easiest one to beat.

- Position Sonic in the middle of the screen under the centre block from which the droird drops. Stay in position; do not move left or right as it descends.
- Wait for its rotating arms to move out of the way, and ensure the spike isn't directed over you, before you leap Sonic straight up to ram it. Keep jumping to ram it when its arms are out of the way. You can do this as many times as you don't move left or right.
- After six hits it will explode and it's time to rack up the points as the end-of-act marker descends.

#### ACT 2 DOCTOR ROBOTNIK'S FINAL CHALLENGE

This is it. The final showdown with our egg-breath! However, this is the most difficult battle yet as Robotnik unleashes not one, but three diabolical new devices. Stay alert!

- Robotnik appears upper right in his ship. It raises the flap on its cannons and releases a ledge from below. A huge metal ball is fired from the wall.
- To beat him you have to leap off the ledge and ram Robotnik whilst avoiding the ball. The problem is that the ball launches at different heights and at random, so you're left guessing!

- The best technique is to bite the bullet and jump on the ledge and keep ramming Robotnik's craft as quickly as possible. After eight hits it will explode.

- Go right to find one of Robotnik's old Egg Maps. Climb in and it takes off, taking Sonic to the right.

Knuckles appears in front of you, standing on top of a tower. He is toppled off his perch and Sonic continues to the right until he meets up with Robotnik once again.

- This time, Robotnik has a deadly new triple-stage craft. He rises up from the right firing lasers at Sonic. Ram his ship five times to blow it up before he drops down again!

- Ram him another four times and he explodes to reappear for the 'umpteenth' time!

- This time he pilots his most dangerous craft yet! Watch out for the giant mechanical hands that can grab Sonic and take his rings.

- You have to hit him eight times to beat him and reach the end sequence. Assuming of course, that you have collected all seven Chaos Emeralds.

- The moves are really tough and unforgiving here. However, practice will see you through.

- Robotnik's spiked machine will attack in three ways so strike back as follows to be sure of a hit. When it goes left and right above Sonic it will swoop down the centre of the screen. Wait in the middle of the screen. As Robotnik descends, leap up and hit the ship, then leap left and right above its deadly spikes.

- If he comes from the right or left, get to the centre or last third of the left or right of the screen. As he enters, leap right/left and hit his ship.

- Your timing must be spot on to make contact with the right part of the ship - you'll soon see what is meant.

- If all goes well, you're then treated to the end-of-game sequence. Congratulations!

# SONIC'S WORLD THE MONSTER WAKES

EXPANDING THEIR SECRET BASE BENEATH THE EMERALD ZONE, SHORTFUSE THE CYBERNIK AND THE FREEDOM FIGHTERS\* ACCIDENTALLY DISTURB A DRAGON FROM ITS LONG SLEEP. AND IT'S NOT HAPPY.

LOOK OUT, GANG!

**RROOARRSH!**

EASY FOR YOU TO SAY, SHORTFUSE! WE CAN'T ALL FLY LIKE YOU AND TAILS CAN!

\*JOHNNY, TAILS & AMY PLUS TENDR THE CANARY - Megadroid

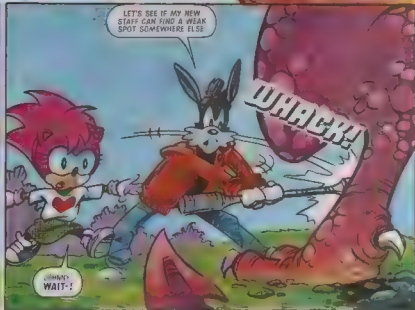
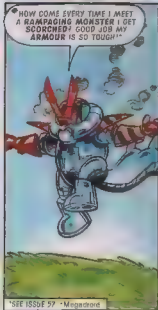
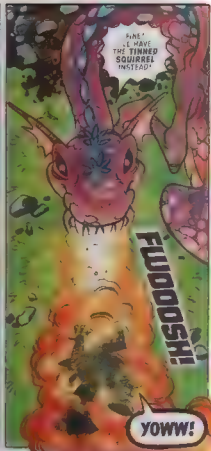
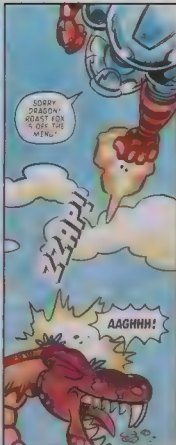
TAILS! DISTRACT THE BEAST WHILE I TRY A SURPRISE ATTACK!

DISTRACT IT? HOW?

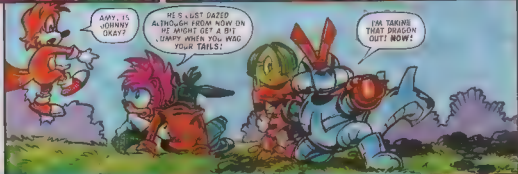
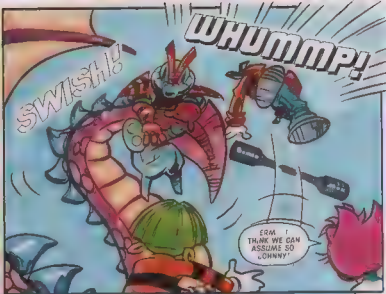
YOU'VE BEEN IN THE HERO GAME LONGER THAN I HAVE! THINK FOR YOURSELF!

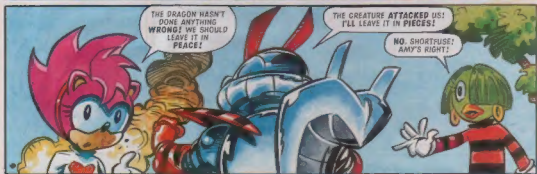
SHEEE! SONIC WAS NEVER THAT BOSSY.

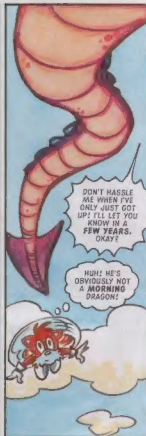
WELL, NOT QUITE!













EITHER POST YOUR MAIL TO:-  
SPEEDLINES, SONIC THE COMIC, 25/29 TAVISTOCK PLACE, LONDON WC1H 9SU.  
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

## CHANGE MAIL!

Dear Megadroid,

I love *STC*'s front covers but please tell us Boomers why you change from yellow to red to purple etc? Actually, I don't care what colour you are - you're still the best (after Sonic, Amy, Tails, Knuckles, Nack, the Badniks and old fat eggbelly himself!).  
Christopher Bertenshaw, Crewe, Cheshire.  
GG owner.

Sega Mega Hog Tag Winner.



What a regular Jimmy  
Tarbuck you are, Chris!  
Would you prefer me to  
wear the same thing all

the time and join the dullsville  
humes around here? Not on your  
nellie (who is she anyway?).

## EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA MEGA HOG TAG!



Send your e-mail  
messages to:

[stc@egmont.co.uk](mailto:stc@egmont.co.uk)

Be sure to include your snail mail (postal)  
address if you want to win a prize!

Sonic's family tree!



Thomas Ludlow, Ealing, London.  
Sega Mega Hog Tag Winner.

## DONAL'S DITTY!

Sonic, Amy and Johnny are cool  
Doctor Robotnik thinks he should  
rule

Vector's so brainy, Grimer is bad  
Both are whizzes on computer  
joypads

Tails is fast, Charmy annoys  
Robotnik bullies and calls in "the  
boys"

Knuckles by nature, Knuckles by  
name

When something's wrong, he gets the  
blame

But my favourite of all the *STC* crew  
Was David Gibbon for giving us  
clues!

Donal O'Mahony, Rosscarbery, Co  
Cork, Rep of Ireland.

Sega Mega Hog Tag Winner.



O what a lovely rhyme,  
popped in Cork, to share  
with thine!



WARNING: Large  
glasses can  
seriously stretch  
your arms!



Please send in  
name & address.  
Sega Mega Hog Tag  
Winner.

# **NEXT ISSUE**

## **FREE GIFT!**

**EXCLUSIVE  
SONIC  
BADGE!**



**3  
NEW  
STORIES**

**SONIC - HERO HOUR!**

**TAILS - FURTUAL REALITY!**

**DOCTOR ROBOTNIK - MOCK THE DOC!**

**PLUS**

**KNUCKLES - ROOTS CONCLUSION!  
PIN-UP - AGUIS BADNIK!  
REVIEW - WORLDWIDE SOCCER '97!**

**STC 96 ON SALE WED, 22 JANUARY '97**

**£1.25**